

Photos by Stefan Rogenmoser, Journal Scene

Tim and Tina McDuffie play a game of Ticket To Ride as they prepare to introduce designer game nights and tournaments to the community at their store, Here Be Books & Games.

Here Be Books introduces designer games

BY STEFAN ROGENMOSER
The Journal Scene

Board games don't have to be boring, or make its players wait aimlessly until it's their turn.

That's the message Here Be Books & Games co-owner Tina McDuffie wants to spread to the community. The bookstore, which she runs with her husband Tim

McDuffie, hosts game nights after-hours on the first Saturday of the month.

From this week through the beginning of December the bookstore will feature designer 11 games and host tournaments with where games are given as prizes.

Anyone can come and play modern designer board games, which are more about skill and strategy than pure luck and player elimination, Tim says.

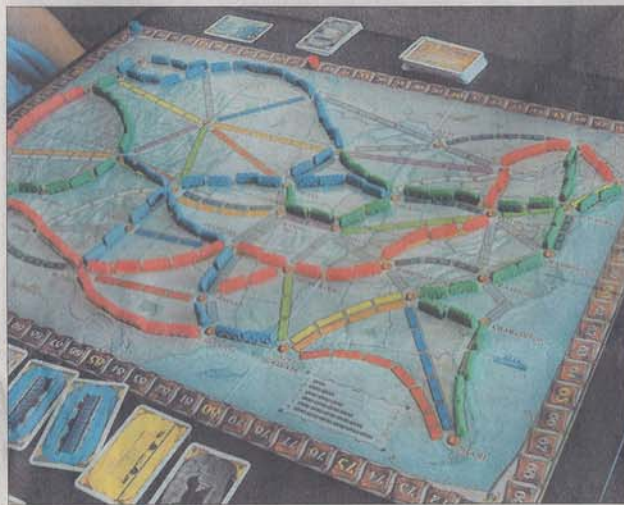
"There's a lot of player interaction," Tina says.

In games like Forbidden Island and Pandemic the players collaborate against the board, and it's surprising how often the board wins, she says.

Designer games have the designer's name on the box like an author has their name on a book.

They are also known as Euro games. Here Be Books & Games has 376 such games in the store and anyone can come in during slower hours or on game night and learn to play them.

"I'll sit down and teach someone how to



See GAMES Page 7A The object of Ticket To Ride is to collect points "claiming" long, overlapping train routes.

DESIGNER GAME OF THE WEEK SCHEDULE

- Sept. 20 - 24, Pirate Flux
- Sept. 27 - Oct. 1, Tsuru, Got 'Em!
- Oct. 4 - 8, Calzan
- Oct. 11 - 15, Forbidden Island
- Oct. 18 - 22, Carcassonne
- Oct. 25 - 29, Zombies!!!
- Nov. 1 - 5, Ticket To Ride
- Nov. 8 - 12, Dixit Odyssey, Telestrations
- Nov. 29 - Dec. 3, Thunderstone

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play," Tina says. "There's better games than Monopoly."

Designer games have themes, detailed artwork and various levels of complexity to make an easy gateway for beginners.

In Tsuru, each player draws a card and they have to follow various twisting or straight paths. If they run off the board or run into another player they are out of the game.

The cards that other players lay down determine the path other players take as the board gets filled. It takes about 15 minutes per game, depending on the number of

players, and is one of the shorter ones.

Some games last 45 minutes to an hour while others go from two to four hours.

"They used to call them German games," Tina says. "They take it seriously. American games are usually about eliminating players and last man standing."

"These games have more player interaction. You're not just waiting until your next turn. There's network building, resource management."

Ticket To Ride is a train-themed game with train game pieces which are obtained with a set of cards. Another set of cards determines routes on a map that are claimed for points.

The game is for all ages for two-to-five players and takes about 40 minutes. Each player starts with 45 train pieces and when they have two left they win, Tina says.

The original board covers the United States, but there are other boards for other countries. The Switzerland board is out of print until December,

according to Tina.

Mostly adults come to game night, which is free and lasts from 6 p.m. to midnight. There are usually 25 people who lay about 22 games throughout the night.

Here Be Books & Games is located at 4650 Ladson Road in the Oakbrook Plaza at the corner of Ladson and Dorchester roads.



Ticket To Ride uses small trains as game pieces to mark "ticket" routes.

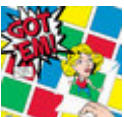



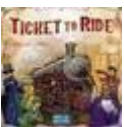


The object of Tsuru is to follow lines on cards without running off the board or into other players.

Here Be Books & Games

INTRODUCES DESIGNER GAMES

Game of the Week Schedule: Learn to Play It Now!

Date	Game(s) of the Week	About the Game
Sept 20-24 Prize: <i>Pirate Fluxx</i>	 <i>Pirate Fluxx</i>	<i>Fluxx</i> is the ever-changing card game. Throughout the game the rules change: how many cards you draw, how many you have to play... Even the goal (winning condition) changes! In <i>Pirate Fluxx</i> there'll be times ye must Talk Like A Pirate and rules about how ye can Plunder from yer mates - even cards that let ye play out of turn, to take yer enemies by Surprise! <i>Fluxx</i> is the winner of <i>1999 Mensa Select</i> .
Sept 27 - Oct 1 Tournament: Oct 1 Prizes: <i>Tsuro</i> <i>Got 'Em!</i>	 	<i>Tsuro</i> , the game of the Path, is a gorgeous and beautifully simple tile-laying game. Each turn, you lay a tile before your dragon-embossed pawn to continue its path. The goal: stay the path longer than anyone else. As the board fills up this becomes more difficult: another player's tile may extend your own path in a direction you'd rather not go. Winner of 2010 Major Fun Award and 2009 Preferred Choice Award. <i>Got 'Em!</i> is a brand new game of elude and capture. Your goal: trap your opponents while avoiding capture yourself. The reversible board provides two levels of play.
Oct 4-8 Prize: <i>Catanimals</i>	 <i>Catan</i>	In <i>Settlers of Catan</i> , players try to be the dominant force on Catan by building roads, settlements, and cities. Each turn dice are rolled to determine what resources the island produces. Players collect & trade these resources to build up their civilizations, get to 10 victory points, and win the game. <i>Games Magazine Hall of Fame Inductee</i> .
Oct 11-15 Prize: <i>Forbidden Island</i>	 <i>Forbidden Island</i>	In the cooperative family game <i>Forbidden Island</i> , players work together as a team of fearless adventurers. It's a do-or-die mission to capture four sacred treasures from the island's ruins before it sinks beneath them. Awards: <i>2010 Golden Geek Best Children's Board Game</i> and <i>2010 Mensa Select</i> .
Oct 18-22 Prize: <i>Carcassonne: The Phantom expansion</i>	 <i>Carcassonne</i>	<i>Carcassonne</i> is a deceptively simple tile-laying game. Players develop the area around medieval Carcassonne, deploying their followers on roads, in cities, to cloisters and in the fields to earn points as each feature is completed. The player with the most points wins. <i>2002 Arets Spel Best Family Game</i> , <i>2001 Spiel des Jahres</i> , <i>2000 Meeples' Choice</i> .
Oct 25-29 Prize: <i>Zombies!!!</i>	 <i>Zombies!!!</i>	In <i>Zombies!!!</i> players are survivors amid city streets infested with zombies. While conserving bullets and protecting their life counters, players must fight their way through the zombie hoard to the Helipad. Both movement and combat are determined by dice roll. The first to reach the Helipad alive and kill the zombie there - or kill 25 zombies - wins.
Nov 1-5 Tournament: Nov 5 Prize: <i>Ticket to Ride</i>	 <i>Ticket to Ride</i>	With elegantly simple gameplay, <i>Ticket to Ride</i> can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect various types of train cards they then use to claim railway routes. Longer routes earn more points. Longest Route and fulfilled Destination Tickets - goal cards that connect distant cities - earn points, too. Awards: <i>2004 Origins Awards Best Board Game</i> , <i>2004 Spiel des Jahres</i> , <i>2004 Meeples' Choice</i> .
Nov 8-12 Prize: <i>Dixit Odyssey</i>	 	In <i>Dixit</i> , each turn one player is the storyteller, who secretly chooses a card from his hand and says a word or sentence to describe it. The other players give the storyteller a card from their hand that matches. The storyteller lays out the cards and the other players vote for the card they think is the storyteller's. If no one or everyone guesses correctly, the storyteller receives 0 points. Players also score for correct guesses and votes received. <i>2010 Spiel Des Jahres Winner</i> . In <i>Telestrations</i> , all players sketch a word, then pass their sketch to the next player. Players guess what's been drawn, then pass their guess to the next player who must try to draw the word they see... The revelations of each word's evolution are the true fun of this award-winning game. <i>2010 Golden Geek Best Party Game</i> .
Nov 29 - Dec 3 Tournament: Dec 3 Prize: <i>Thunderstone</i>	 <i>Thunderstone</i>	<i>Thunderstone</i> is a fantasy deck-building game. Players hire Heroes in the Village and acquire items, powerful weaponry and spells so they can fight evil monsters in the nearby Dungeon. Defeating the Dungeon's monsters earns the player experience points - used to level up Heroes - and victory points needed to win the game. <i>2010 Golden Geek Best Card Game Nominee</i> .